

IN THE DRAWINGS:

Corrected drawings are hereby provided as required by the Examiner in paragraphs 4 and 5 of the Office Action. Figure 1 has been split into two drawings, Fig. 1A and Fig. 1B. Fig. 1A shows the multiple views described in the capture of Figure 1. The first drawings has been labeled as “Fig. 1A.” An imaging system labeled 100 has been added at the center of projection, which has been labeled as 110. The image sequence has been labeled as 120 and the individual images have been labeled as 130. The panoramic view of the scene has been labeled as 140 and the image has been labeled as Fig. 1B. The caption has been deleted.

Figure 2 has been split into two drawings to separately show the features. The first figure is labeled as ‘Fig. 2A’ and shows the FOV of the omnidirectional camera, which has been labeled as 200. The second figure has been labeled ‘Fig. 2B’ and shows the FOV of the panoramic and conventional cameras, which are labeled as 210 and 220 respectively. The caption has been deleted.

Figure 3 has been split into three drawings. The caption has been deleted. The first drawings, labeled ‘Fig. 3A’ illustrates a conic mirror which is labeled as 300-1. The second drawing, labeled ‘Fig. 3B’ illustrates a spherical mirror labeled as 300-2. The third drawing, labeled as Fig. 3 C, illustrates a parabolic mirror labeled as 300-3. The notations “Conic Mirror”, “Spherical Mirror” and “Parabolic Mirror” have been deleted. The light rays previously denoted by the letters A, B, and C have been relabeled as 310, 320, and 330 respectively and appear in each of the three drawings. The video camera has been relabeled as 340 and is shown in each of the three drawings. The light ray extensions have been labeled as 350, 360, and 370 which correspond to light rays 310, 320, and 330 respectively and are

shown in each of the three drawings. The optical axis has been labeled 380 and is shown in each of the three drawings.

Figure 4 has been relabeled as Fig. 4. All captions have been deleted. The number 400 has been added to refer to the entire omni-directional imaging assembly. The omni-mirror has been labeled as 410, the video camera as 420, the optical axis as 380-1, viewing rays as 310-1, 320-1, and 330-1, the focal point of the camera as 430, projections of the light rays as 350-1, 360-1, and 370-1, the viewing point of the omni mirror as 440, u has been replaced and labeled as 450, v has been replaced and labeled as 460, the image plane as 470, the camera's viewing angle as 480, and the omnidirectional viewing angle as 490.

Figure 5 has been relabeled as Fig. 5. The number 500 has been added to label the entire omnidirectional stereo camera. The two omni-mirrors have been labeled as 410-1 and 410-2, the two cameras as 420-1 and 420-2, the two virtual viewing points 440-1, 440-2, the viewing angles as 480-1 and 480-2, the virtual viewing angles as 490-1 and 490-2, the common optical axis as 510, and the 3D object as 520.

Figure 6 has been relabeled as Fig. 6. The left half of the drawings has been deleted. All captions have been deleted. The CVWF has been relabeled as 600, the white light projector as 610, the light sheets of circular conic shapes as 620, 630, the cone angle as 640, and the normal line of the projector as 650.

Figure 7 has been relabeled as Fig. 7. All captions have been deleted. The entire omnidirectional rainbow light projection system has been labeled as 700. The vertical axis has been relabeled as 710, the omni-mirror as 410, omni-projecting angle as 720, the conic light sheets as 620-1, 630-1, the projection angle as 730, the white light projector as 610, and the reflecting point as 740.

Figure 8 has been relabeled as Fig. 7. All captions have been deleted. The entire omni-directional structured light 3D imaging system has been labeled as 800. The omnidirectional rainbow light projector has been relabeled as 700, the omnidirectional imaging assembly as 400 the virtual projection center as 740, the virtual imaging center as 440, the baseline as B', the 3D object as 520-1 the viewing angle as 480-3, the projection angle as 730-1, omni-projecting angle as 720-1, and the virtual viewing angle as 490-3.